

EPISODE OUTLINE - LITTLE LEAGUE GAME

Principal Characters:	Supporting Characters:	Extras:
All	Little Schemer Matt Tanya	2 Children

[Handwritten: J ? ? why]

SOCIAL THEME: Nobody likes a cheat

STATION EVENT: Little League Game

THOMAS EPISODES: "Percy and Harold" and "Thomas and Bertie"

PUPPET SONG: Take Me Out To the Ballgame

PICTURE MACHINE SONG: Be the Best That You Can Be

ACQUIRED FOOTAGE: None

CREATIVE PLAY: "I-Spy" game with puppets

BILLY STORY: None

RESOLUTION: Win or lose, it's how you play the game.

STORY OUTLINE: The story opens with packets of baseball uniforms arriving by train. The kids excitedly unpack the uniforms and try them on. Since Schemer is the coach and sponsor of the team, there is a prominent promotional announcement on the back of each uniform for his arcade business.

Mr. Conductor appears standing on the edge of a bat over Matt's shoulder. When Matt moves, Mr. Conductor falls off the bat to the bench, where he makes a soft landing in a catcher's mitt. He dusts himself off, and compliments the kids on their team spirit. Team spirit is nearly as important as the game itself, he tells them. This leads into TTE story: "Percy and Harold". He recaps the lesson the story, hears Schemer entering, and vanishes.

*Recap
Team spirit is
what the
game is all
about*

Schemer enters in his coach outfit, with Little Schemer, and two extra little league players in tow. Today is their first game, and Schemer quickly sets to work drilling the team. His style is more drill instructor than inspiring coach. But he is confident his team will win, because they are going to be playing the Buttertown Batters--the weakest team in the Indian Valley League. As it becomes clear, Schemer's motivation is to live through the team's victories, since he is so inept at sports.

Stacy and Billy observe that Schemer is being a little hard on the kids. Schemer responds that this isn't supposed to be fun: it's sports. Using terms like: "Winning isn't everything, it's the only thing," Schemer obviously has dreams of being the next Yogi Berra and speaks grandly of the thrill of victory and the agony of defeat, and so on.

*perhaps he speaks to reporter
speaking out platitudes*

*Sometimes
you win
Sometimes you
lose and
sometimes
you're
routed out*

*des notes
potential
of teamwork*
Billy observes that Schemer is breaking the kid's team spirit, not enhancing it. Billy feels Schemer should be stressing the kids inner abilities, and not pressing them to win at all costs. We can see he's right: the kids are complaining already about being tired out, etc. For one exercise, Schemer has the kids throwing a ball to knock over a tin can on the arcade banister. Schemer challenges Billy - since Billy has offered advice and indirectly challenged Schemer's coaching style - to throw a ball and knock over the can. Bill describes to the kids how he concentrates, and tries to do his very best. He throws the ball and a can goes down. Schemer tries, and the ball flies past the can and hits the jukebox, jarring the puppets. Having made his point, Billy exits.

*Schemer
describes
how he thinks
about winning*

The phone rings and Stacy answers. It's bad news: instead of playing the Buttertown Batters, the schedule has been changed and they are going to be playing the Snarlyville Slashers--the best team in the league.

Schemer goes into a panic. He dresses Little Schemee in some outlandish disguise and sends him out to spy on the Snarlyville team.

We see the puppets, who are engaged in a game of their own: "I Spy." In this game, a character begins with "I spy something that begins with T..." and the other characters try to guess what he or she is looking at. The intent is to show the puppets engaged in a fun and competitive game--but without the hype and pressure that Schemer brings to the little league competition.

*perhaps
a similar
masculine
game
name that
twee
Taking turns*

Little Schemee returns with information on the Snarlyville Slashers. He charges Schemer for the information, and says he'll use the money to bet against Schemer's own team.

Stacy sees this transaction and speaks to Schemer about cheating. Schemer tries to make some excuse about "scouting for talent," and that Stacy simply doesn't understand the world of sports.

Stacy says that Schemer isn't talking about sports: he's talking about winning no matter what the cost. Schemer challenges her to knock over a can. She winds up and pitches the ball - and hits the can. Schemer is dumbfounded and angry. He throws a ball

down as hard as he can, and it lands on his foot. Howling in pain, he hobbles around the station clutching his foot. But he still has the presence of mind to yank the money out of Little Schemer's hand that he had given him, saying something about how it's dishonest to cheat -- which exactly mirrors what Stacy had said about cheating.

Fed up with Schemer, Vickie, Dan, Kara, Matt and Tanya desert him and crowd into Billy's office, where Mr. Conductor is playing a game of checkers with himself. He carries the checker from square to square. The kids discuss the concept of playing a game against yourself, and competition in general. This leads into a TTE story: "Thomas and Bertie." Mr. Conductor recaps by saying that even if they don't want to play for Schemer's sake, they should go out there and play the best game they can for their own sake.

Schemer comes in and begs the kids to play. When they agree, he reverts to his drill sergeant posture and marches them out to the game.

Puppet song: "Take Me Out to the Ballgame."

Time passes. Stacy is all alone at the station. Mr. Conductor comes to keep her company. She's worried about the kids. Mr. Conductor tells her not to worry. She asks what he told them and he takes her down the "anything tunnel" to show her.

Music Video: Be The Best That You Can Be

Schemer and the kids return. They've lost the game by one run, and Schemer is very downcast and glum. But the kids, by contrast, are all excited. In spite of the loss, they played a great game: they were the best that they could be.

It emerges that Schemer was awful at sports when he was a kid, and he'd hoped to redeem himself with his team. Stacy asks Schemer what happened, and he begins to describe the game. As he goes on and begins reliving some of the high points, he also grows excited. Stacy observes that it sounds like a pretty good game, and Schemer admits that it was--and there's always a next time, and with a little practice maybe next time they'll win!

Schemer rounds up the kids for a little post game practice. Stacy says she would like to join them, but has to mind the station. Billy tells her to go ahead--he'll fill in for her. Schemer agrees she should come along: she had a mean fastball.

As they all troop out, Schemer begins to bark out orders to the kids and even to Stacy. She rolls her eyes and gives a "Come on Schemer!" look to the kids, that gets a round of laughter as they all exit--winners after all.

*Perhaps Schemer could become a coach
despite himself & the kids could
he hit the ball cheer for him when*

THE LITTLE LEAGUE SHOW

SHINING TIME STATION

By

Sean Kelly

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FIRST DRAFT

SCENE 1
MAIN SET

(MATT, VICKIE, DAN, AND KARA ARE GATHERED. THEY HOLD BASEBALL GLOVES, BAT, BALLS. THEY ARE LOOKING EXPECTANTLY, DELIGHTED, EXCITED, AS TANYA, BILLY AND STACY BRING IN (FROM THE WORKROOM?) 3 CARDBOARD BOXES WITH "F.O.B SHINING TIME STATION" "URGENT" "BY RAIL" AND "UNIFORMS" STENCILED ON THEM)

KIDS:

(AD LIB)

Are they here? I can't wait! They're here! Is this great or what? Excellent! (etc).

STACY:

Hey, team, here they are.

TANYA:

Open 'em up ---let's see how they look.

(THE BOXES ARE SET DOWN, AND DAN AND KARA EXCITEDLY OPEN ONE. THEY UNPACK A DOZEN BASEBALL CAPS, PASSING THEM UP TO BILLY, WHO IN TURN PASSES THEM AROUND. HE LOOKS AT THE TEAM LOGO ON ONE)

BILLY:

T.S.T. Hmmm. Now don't tell me...Team Shining Time?

(THE KIDS ARE ALL TRYING ON THE HATS, ADJUSTING THEM, OR HELPING EACH OTHER ADJUST THEM)

STACY:

Team Shining Time -- What else? Don't they look wonderful?

SCENE 1 CONTD

(MEANWHILE, MATT AND TANYA ARE
OPENING A SECOND BOX, FROM WHICH
THEY UNPACK BASEBALL PANTS ---WARM
UP PANTS, REALLY, OF THE SAME COLOR
AS THE CAPS)

MATT:

Wow real uniform pants!
Just like in the big
leagues!

TANYA:

(GIGGLES)

I always think they look
like pajama bottoms.

(THE PANTS ARE PASSED AROUND --
KIDS HOLD THEM UP AGAINST
THEMSELVES FOR SIZE, AND TRADE FOR
THE RIGHT FIT)

KIDS:

(AD LIB)

Totally
excellent...cool...which
is the front...can we
keep them (etc)

(STACY OPENS THE THIRD BOX)

STACY:

And these must be the
tops-- the jerseys. I
can't wait to see...

(ANGLE ON BILLY)

BILLY:

T.S.T Team Shining Time.
I like the sound of that.

(ANGLE ON STACY HOLDING UP A JERSEY
LOOKING A LITTLE STUNNED. THE
FLASHY LOGO ACROSS THE FRONT READS:
THE SCHEMER TEAM)

SCENE 1 CONTD

STACY:

The Schemer Team?

(ANGLE ON BILLY AND THE KIDS
LOOKING APPALLED. STACY STARTS
PASSING THE SHIRTS OUT)

MATT:

Well, Schemer did pay for
the uniforms...

TANYA:

Maybe they'll look better
when they are on.

(MR C. APPEARS STANDING ON THE BAT
MATT HAS OVER HIS SHOULDER. WHEN
MATT MOVES -- MR C. FALLS...AND
MAKES A SOFT LANDING ON A CATCHER
GLOVE ON THE BENCH)

MR. C:

(SCREAMS THEN A SIGH OF RELIEF)

Aaaaaaaaah.....
Whew!

(MATT, TANYA, DAN AND KARA GATHER
AROUND, LOOKING DOWN ON HIM)

KARA:

Mr Conductor, are you
okay?

MATT:

Sorry, Mr. Conductor. I
didn't see you there.

MR C:

That's all right Dan.
Yes, Kara, I'm as right
as rain. I landed here
like a soft pop fly, you
might say.

SCENE 1 CONTD

DAN:

Do you play baseball in
the land of Sodor?

MR C:

Of course we do Dan. We
have all kinds of sports
and games and famous
competitions.

KARA:

Really? Like What?

MR C:

Well, surely you remember
my telling you about the
Great race between Percy
and Harold.

MATT:

Oh, right.

TANYA:

Sure.

KARA:

What race? Who're Percy
and Harold?

DAN:

Kara and I never heard
that story, Mr.
Conductor.

MR C:

Well, it's time you did.

SCENE 2

SPFX: THOMAS INTRO FIX

(VT: PERCY AND HAROLD)

SCENE 3
(MAIN SET)

KARA:

I'm glad Percy won.

MR C:

It's fun to win, of course. But I always say, playing your best is the real fun.

(MR C. SUDDENLY VANISHES AS WE HEAR...)

(SPFX: A PIERCING WHISTLE)

SCHEMER:

Let the games begin.

(ANGLE ON: SCHEMER ENTERS, ACCOMPANIED BY LITTLE SCHEMEE AND KID-EXTRA ONE AND KID EXTRA TWO. THE THREE KIDS WEAR SCHEMER TEAM UNIFORMS AND CAPS, AND CARRY GLOVES. SCHEMER ALSO WEARS THE UNIFORM, BUT IN ADDITION WEARS SPIKED SHOES, SEVERAL SIZES TOO LARGE, WEARS A NEON BRIGHT WINDBREAKER WITH COACH EMBLAZONED ON THE BACK, AND HAS A WHISTLE ON A STRING AROUND HIS NECK)

SCHEMER:

All right team! Looking good. C'mon, now, gather round, huddle up, hey, hey, hey!

(SCHEMER CLAPS HIS HANDS, GESTURES EVERYONE TO GATHER AROUND. THEY STAND IN A SEMI CIRCLE AROUND HIM)

SCHEMER CONT':

Okay, let's see some sweat now, Touch those toes. And one and two...

SCENE 3 CONTD

(SCHEMER MAKES THE VAGUEST POSSIBLE GESTURE IN THE DIRECTION OF TOUCHING HIS RIGHT TOES WITH HIS LEFT HAND, HIS LEFT WITH HIS RIGHT. THE KIDS START DOING IT WITH EARNEST, WHILE HE STRIDES IN FRONT OF THEM)

SCHEMER CONT':

C'mon. Do you want to be chumps or chimps? I mean champs. Faster Matt. One! Two! No pain, no game. I mean gain.

*Gary
No Guts / No Glory*

(HE BLOWS THE WHISTLE AND EVERYONE STOPS BENDING)

SCHEMER CONT':

Now, gimme some cracker jacks.

(EVERYONE STANDS AROUND LOOKING PUZZLED)

DAN:

Cracker Jacks?

TANYA:

Do you mean jumping jacks?

SCHEMER:

Jumping jacks. Of course. I was just testing you kids... and a one, two...

(ONCE AGAIN SCHEMER SUGGEST THE ACTION OF A JUMP AND CLAP. THE KIDS BEGIN "JUMPING JACKS" IN EARNEST, AND SCHEMER TURN TO TALK TO BILLY AND STACY)

SCENE 3 CONTD

SCHEMER CONT':

What a team, eh? We have
our first game today --
against the Butternut
Batters. They're awful.
We're gonna murder them.

STACY:

(DOING QUOTATION MARKS WITH HER
FINGERS)

Schemer...isn't baseball
a "game"? I mean, isn't
it supposed to be fun?
Don't you "play" it?

BILLY:

You're team here doesn't
look like it's having a
lot of fun.

SCHEMER:

What's fun got to do with
it? We're talking sports
here! The thrill of
victory -- where winning
isn't the only thing,
it's the main thing! Or
is it the other way
around?

(SCHEMER TURNS AND BLOWS HIS
WHISTLE. WINDED, THE RELIEVED KIDS
STOP JUMPING. THEY SLUMP, SOME SIT
ON THE FLOOR)

SCHEMER:

Okay team take five. Or
four. Or one and a half.

KIDS:

(AD LIB)

I'm beat! Whew. About
time. I hate this! This
is no fun... ETC...

winning is the name of the
Game
The name of the Game is
Winning -- No
Winning is winning
of winning

SCENE 3 CONTD

SCHEMER:

Comin' up --- throwing
practice!

(TO BILLY)

SCHEMER CONT':

This one's great for the
old hand eye co-
operation.

BILLY:

You mean co-ordination.

SCHEMER:

Whatever...

(HE BENDS DOWN, PICKS UP AN EMPTY
TIN CAN, SETS IT ON THE ARCADE AREA
RAILING...)

SCHEMER CONT':

My friend Mr Billy
Twofeathers will show you
all how not to knock down
this can. Billy?

(ANGLE ON: MATT RESPECTFULLY HANDED
THE BALL TO BILLY)

BILLY:

Thank you Matt. You see,
the important thing to
remember when your
throwing is -- relax. The
ball is bound to go where
you throw it.

focus on where you want it to go

(BILLY SQUINTS. WINDS UP. THROWS.
THE CAN, STRUCK, FALLS DOWN. A
CHEER FROM EVERYONE, ESPECIALLY
STACY -- BUT NOT FROM SCHEMER OR
LITTLE SCHEMEE. BILLY TURNS AROUND,
SMILING.)

SCENE 3 CONTD

BILLY:

And the other important
thing to remember is that
it's okay to miss.

SCHEMER:

A lucky shot. But your
style was all wrong. A
real big leaguer never
relaxes. He ~~bears down~~
hard. *focus*

*turns the ball into a weapon of luck
+ deceit*

(SCHEMER PICKS UP A BALL -- AND
GESTURES TO LITTLE SCHEMEE TO GO
SET THE CAN UP ONCE MORE. HE BENDS
AND SNEERS AT THE CAN. SHAKES OFF A
SIGN. ARMS AND LEGS FLAILING, WINDS
UP AND THROWS.

SCHEMER CONT':

You've gotta hate that
can to hit it. Here's the
wind up. What will it be?
The hard one? The slider?
The split finger? The
screwball...

(THE BALL FLIES NO WHERE NEAR THE
CAN AND HITS THE JUKEBOX)

SCENE 4
JUKEBOX INTERIOR

(THE BAND IS RELAXING WHEN A LOUD
BANG MAKES THEM JUMP, AND A MINOR
EARTHQUAKE SETS THE PLACE
QUIVERING)

TEX:

(ASTONISHED)

What was that?

GRACE:

(CALMLY)

Just a Screwball.

SCENE 5
(MAIN SET)

(IN B.G., KIDS ARE GATHERED AROUND BILLY, WATCHING, SMILING, IMITATING HIM AS HE SHOWS THEM A NICE, EASY, THROWING ACTION -- WITH OUT RELEASING THE BALL, OF COURSE.

SFX: THE PHONE RINGS

(STACY ANSWERS, TAKES A NOTE AS SHE TAKES THE MESSAGE)

STACY:

Shining Time Station,
Stacy Jones speaking.
Uh-huh. Uh-huh. Yes, I'll
tell them. Thank you for
calling.

(SHE HANGS UP)

STACY CONT':

Schemer, that was the
coach of the Butternut
Batters team

SCHEMER:

What did she want? Are
they begging for mercy?

STACY:

No.. She said there's
been a change in the
schedule. Their team isn't
playing you today.
Instead, you have a game
with..

(SHE CHECK HER NOTE)

STACY CONT':

Snarlytown Slashers,
could ~~be~~ ^{that} right?

(SCHEMER PANICS)

SCENE 5 CONTD

SCHEMER:

Oh no! Of all the luck.
They're the best team
in the league! They're the
meanest team in the
Valley. We're gonna get
clobbered. Team!

(HE BLOW HIS WHISTLE)

SCHEMER CONT':

Start doing push-ups!
Start jogging! Push-ups
and jogging together!

(THE KIDS LOOK UTTERLY PUZZLED,
EXCHANGE GLANCES AND SHRUGS. SOME
START RUNNING IN PLACE. OTHERS DROP
DOWN AND BEGIN DOING PUSH-UPS)

SCHEMER CONT':

What am I going to do?
Yeah! Little Schemee,
come here to uncle.

(HE TAKES LITTLE SCHEMEE ASIDE. AS
HE TALKS TO HIM, IN A SNEAKY
WHISPER, HE TAKES OFF SCHEMEE'S
CAP, TURNS IT INSIDE OUT, AND PUTS
IT BACK ON HIS HEAD. HE THEN
DRESSES THE BOY IN HIS OWN
WINDBREAKER, WHICH HE FIRST TURNS
INSIDE OUT)

SCHEMEE:

What is it, Unk? Hey--
what are you doing?
Hey...

SCHEMER:

I'm disguising you.
Beloved nephew -- you are
our only hope. I want you
to sneak up on those
snarlyville Sluggers and
find out if they've got
any secret weaknesses.

SCENE 5 CONTD

SCHEMEE:

Such as?

SCHEMER:

Injuries. Or maybe one of
their player forgot his
glove. We'll try hitting
to him. Anything we can
use to win. Now get
going...

SCHEMEE:

Like a spy?

SCHEMER:

Smart kid. Right. Like a
spy. "scout"

(SCHEMEE EXITS. SMACKED ON THE BACK
BY HIS UNCLE)

SCENE 6

(JUKE BOX INT.)

(PUPPET DIALOGUE TO BE ASSIGN BY
PUPPETEERS?)

What's a spy?

I don't know -- wait, I
think it's a game. You
know like "I spy with my
little eye". Want to
play?

Sure

Me too.

Me too.

Okay. Hmmm. I spy with my
little eye something that
is... white.

What is it?

You're supposed to guess.

Oh hmmm...Is it that
paper?

Nope, you're cold.

I'm cold?

That mean you're far away
from what I spy.

Oh, is it Tex' hat?

No, but you're getting
warmer.

I am? This is fun!

Is it...Rex's hat?

You're hot. That's it. Now
it's your turn.

My turn?

To spy.

SCENE 6 CONTD

Okay okay... I spy with
my little eye, something that is
fun.

I give up. What?

Playing "I Spy".

It has to be a thing
silly.

I know, I was just
kidding. Okay. I spy with
my little eye...

SCENE 7
(MAIN SET)

(STACY DAN AND KARA ARE HOLDING
BATS, AND STACY IS SHOWING THEM HOW
TO GRIP...

STACY:

See? Hold it tight with
the bottom hand, but nice
and loose with the top
hand... like that... good
Kara...

(ANGLE ON: BILLY, WITH A GLOVE AND
BALL, SHOWING TANYA AND MATT HOW TO
CATCH. HE TOSSES UP THE BALL,
WATCHES IT DOWN INTO HIS GLOVE)

BILLY:

Your eyes follow the ball
right into the glove.
It's called "keeping your
eye on the ball."

(ANGLE ON: PANIC STRICKEN SCHEMER,
PACING, CHEWING HIS NAILS. LITTLE
SCHEMEE ENTERS)

SCHEMER:

You're back! Great! So,
what did you find out
about the other team?

SCHEMEE:

I found out plenty.

SCHEMER:

Good boy! SO tell, tell,
tell.

SCHEMEE:

It's gonna cost you.

SCHEMER:

How much?

SCENE 7 CONTD

SCHEMEE:

A dollar.

SCHEMER:

Too much.

SCHEMEE:

I found out plenty.

SCHEMER:

(DESPERATE)

Okay...here.

(HE HANDS HIM A DOLLAR BILL)

SCHEMER CONT':

So. What's the scoop? What
did you find out?

SCHEMEE:

They're really good.
They're gonna cream us.
In fact, I'm gonna bet
this dollar against our
team!

(STACY, WHO HAS BEEN OBSERVING THIS
TRANSACTION, APPROACHES THE PAIR)

STACY:

Schemer --- you should be
ashamed of yourself.
Sending Little Schemee
out to spy on the other
team is...well, it's
almost like cheating.

SCHEMER:

No it's not. It's called
"scouting". They do it
all the time in the Big
Leagues.

SCENE 7 CONTD

STACY:

But this isn't the Big
Leagues. This is supposed
to be fun.

SCHEMER:

Fun? Since when does
sports have anything to
do with fun? We're in
this to win. Obviously,
you don't know a thing
about baseball...

STACY:

Schemer? Watch this.

(STACY TAKES AIM AND THROWS A BALL
-- KNOCKING OVER THE CAN ON THE
ARCADE RAILING. EVERYONE CHEERS.)

SCHEMER:

You call that a pitch?
You call that a
pitch? Where's your
style? Where's you follow
through? Here, watch me.

(SCHEMER TAKES A BALL. DOES HIS
AMAZING FLAILING HANDS ARMS LEGS
WIND UP, AND ENDS WITH A SWEEPING
PITCHING MOTION.)

SCHEMER:

You've got to remember to
baffle that batter with a
big motion. Remember to
kick the leg. Remember to
snap the wrist. And ZAP.

(PAUSE)

Well, did I hit the can?
Where's the ball?

STACY:

It's still in your hand,
Schemer. You forgot to

throw it.

(AS EVERYONE BREAKS UP LAUGHING,
SCHEMER HAS THE PRESENCE OF MIND TO
SNATCH BACK HIS DOLLAR FROM LITTLE
SCHEMEE)

SCHEMER:

Here, gimme that. This
isn't the big leagues,
you know. It's not right
to cheat. *2p4*

SCENE 8
(WORKSHOP)

(MR CONDUCTOR STANDS LOOKING VERY
THOUGHTFUL, STROKING HIS CHIN,
HUMMING. WE PULL BACK TO REVEAL
THAT THE LARGE OBJECT HE IS
CONTEMPLATING IS A RED CHECKER --
HE IS STANDING ON A CHECKERBOARD ON
BILLY'S WORK BENCH)

MR C.:

Yep. That's the right
move, all right. I've got
him now.

(HE PUSHES, WITH A MIGHTY EFFORT,
THE CHECKER TO ANOTHER SQUARE --
THEN DASHES OVER TO THE OTHER SIDE
OF THE BOARD, AND RESUMES HIS
CONCENTRATING)

MR C. CONT':

So that's your plan, eh?
Well, we'll see about
that.

(HE STRUGGLES TO MOVE A BLACK
CHECKER...)

(ANGLE ON: VICKIE, DAN, KARA, MATT,
TANYA, AND BILLY IN THE DOORWAY TO
THE WORKSHOP. BILLY HAS HIS FINGER
TO HIS LIPS, SHUSHING THEM,
POINTING TO MR. CONDUCTOR. THEY
WATCH, AMUSED)

(THEY ALL WHISPER THEIR DIALOGUE)

VICKIE:

Who is he playing
against?

BILLY:

I think he's playing by
himself.

DAN:

Like, practicing?

SCENE 8 CONTD

BILLY:

→ You might say that. In any
game, you learn by playing.

MR C:

(TO HIMSELF)

Oh, that was a clever
move! I wasn't expecting
that! You win. Thank you.
Good game. Thank you.

(HE LOOKS UP)

MR C. CONT':

There's nothing like a
game against a really
skillful opponent., that's
what I always say. But
shouldn't you all be out
playing baseball?

KARA:

The games not for a while
yet.

DAN:

And anyway, we're going
to lose.

MR C:

Well, you certainly will
with that attitude.
Imagine if Thomas had
felt like that in his
famous race against
Bertie.

MATT:

That's right Dan,
imagine.

DAN:

Who's Bertie?

SCENE 8 CONTD

KARA:

Did Thomas win?

VICKIE:

Tell them, Mr. Conductor.

MR C:

I will.

SCENE 9

THOMAS INTRO FIX

(VT: THOMAS AND BERTIE)

SCENE 10
(WORKSHOP)

MR C:

So you see, after the
race, Thomas and Bertie
became fast friends. Get
it -- that's a joke.
Race... fast friends?

VICKIE:

(GIGGLES)

But it's true -- games
are a good way to meet *make*
new friends.

KARA:

You think we'll be
friends with the
Snarlyville Sluggers
after the game.

MATT:

Why not? They're just
kids like us.

(MR CONDUCTOR DISAPPEARS AS SCHEMER
ENTERS)

SCHEMER:

(SWEETLY, BEGGING)

Team? Oh team? It's
almost game time. Come on
-- let's just go out
there and have some fun.

(THE KIDS EXCHANGE GLANCES -- WHAT
THE HECK)

VICKIE:

Sure coach.

MATT:

We're on our way.

*by dramatic
pep talk*

*Was one for the
Schemer*

*2 want to be able to say
typed We want*

Na na na na na

SCENE 10 CONTD)

(AS THEY LEAVE, SCHEMER REVERTS TO
HIS FORMER DRILL SARGENT STYLE. HE
BLOWS HIS WHISTLE)

SCHEMER:

All-right! Let's go out
there and beat the tar out
of them! Left. Right.
Left right left...

SCENE 11
(JUKE BOX INT)

(THE PUPPET BAND PLAYS AND SINGS
"TAKE ME OUT TO THE BALL GAME"
AFTER A VERSE AND CHORUS, THE BAND
PLAYS ON WHILE REX AND TEX STEP
FORWARD AND DO A BRIEF PLAY BY PLAY)

TEX:

Nice day for a double
header, huh, Rex?

REX:

You're a fine one to talk
about double-headers Tex.

TEX:

Well, who's on first?

REX:

Now, don't start with
that old routine, please.
Here's the wind up...

TEX:

The pitch...

REX:

What a swing.

TEX:

What a hit! That ball is
going...

REX:

Going...

(THEY BOTH LOOK UP, PAUSE. A COW
PUPPET WITH WINGS AND A BRIGHT
SHINING HALO DROPS DOWN NEAR THEM)

TEX AND REX:

Holy Cow!

(ALL SING AND PLAY ANOTHER VERSE AND
CHORUS)

SCENE 12
(MAIN SET)

(STACY IS WANDERING BESIDE THE
MURAL. MR CONDUCTOR APPEARS)

MR C:

Hullo, Stacy. All alone?

(STACY SEEMS DISTRACTED -- SHE
HARDLY REACTS)

STACY:

Oh, hi, Mr Conductor.
Yes, everyone's gone to
the ball game.

MR C:

Are you worried about
them?

STACY:

A little bit.. what if
the lose? Schemer's got
them so worked up about
winning, they'll feel
terrible.

MR C:

Oh, I think they're going
to be just fine. Just
before they left, I
showed them something.

STACY:

Really? What?

MR C:

It's right down here.
Down the anything tunnel.
Would you like to see it
too?

STACY:

Oh, yes, please.

SCENE 12 CONTD

MR C:

Come along then...

(HE ENTERS THE ANYTHING TUNNEL ON
THE MURAL)

SCENE 13

(VT: ALL THAT YOU CAN BE)

SCENE 14
(MAIN SET)

(STACY IS HAPPILY HUMMING THE "ALL YOU CAN BE" SONG AS SHE WORKS AWAY IN THE TICKET BOOTH. SHE LOOKS UP WHEN A BASEBALL GLOVE FLIES THROUGH THE AIR., HITTING THE FLOOR NEAR HER WITH A WACK)

(SCHEMER ENTERS -- HE THREW IT-- ANGRY AND SAD)

SCHEMER:

Who cares? Baseball's a dumb game, anyway. I'm taking up water polo.

STACY:

Schemer. How did the game go? Who won?

SCHEMER:

They did. The Sluggers, I mean. And my poor kids... they're taking it pretty hard...

(SUDDENLY, THE WHOLE TEAM ENTERS, LAUGHING, KIDDING AROUND, CONGRATULATING EACH OTHER. AD LIB -NICE GAME. THEY'RE A GREAT TEAM. THAT WAS FUN. GREAT GAME ETC.)

VICKIE:

Three cheers for the Sluggers! Hip - hip...

(EVERYONE GIVES THREE ENTHUSIASTIC CHEERS)

DAN:

Now, three cheers for us! Hip - hip ...

(EVERYONE CHEERS EVEN MORE ENTHUSIASTICALLY)

(ANGLE ON: STACY AND SCHEMER, NOW JOINED BY BILLY)

SCENE 14 CONTD

STACY:

Sounds like they're
really "taking it hard"
Schemer. How was the
game Billy?

BILLY:

(HOARSE WHISPER)

It was a pretty good one,
Stacy. I'm afraid I was
cheering a bit too
much...but...

SCHEMER:

I'll tell her Billy. It
was close. Tight. A nail
biter. Their pitcher was
good, but we got our
hits. We were fielding
those grounders, snagging
those pop-ups. You want
to know something? That
Danny-boy is a nifty
little short stop. Good
hands. Good eye. You want
to know something else? I
always wanted to be short
stop. I was awful.

STACY:

I hear that sometimes bad
short stops make great
coaches.

SCHEMER:

Sure! Like Yogi Berra!
No he was a catcher,
wasn't he? But still...) 2

(SCHEMER CROSSES TOT HE GANG OF
HAPPY KIDS)

SCENE 14 CONTD

SCHEMER CONT':

So what do you say team?
A little post game
practice? Just for fun --
toss that ball around,
work the fundamentals ...

VICKIE:

Sure, why not?

KARA:

Let's go.

(SCHEMER TURNS TO STACY)

SCHEMER:

You coming Stacy? Maybe
you could show us how to
throw that fast ball of
yours ...

STACY:

Thanks, Schemer, but I
have to mind the Station.

BILLY:

(STILL HOARSE)

Go ahead Stacy. I'll fill
in here...

STACY:

Well... all right.
Thanks, Billy. I won't be
long.

(SHE JOINS THE GROUP, HAPPILY)

SCHEMER:

Could you maybe show our
pitcher how to show our
pitcher how to throw hard
right at the batter. You
know, maybe we could win
that way...

SCENE 14 CONTD

STACY:

Schemer!

SCHEMER:

Just kidding, Stacy. Just
a little joke...

STACY:

Look at this team of
yours. They're winners
already. C'mon, team!
Batter up!

(STACY RUNS TO EXIT, THE TEAM
FOLLOWS, CHEERING...)

END

FADE

CREDITS